



INSTRUCTION MANUAL



CUSTOMER SERVICE AND TECHNICAL SUPPORT

If you require assistance, you can call Virgin Interactive Entertainment's Technical Support and Customer Service departments using the various numbers and options supplied in the enclosed HELP! booklet.

For technical support, you can also refer to the Trouble-Shooting section of the README.TXT file or contact us at:

714-833-1999	24-hour automated support
714-833-1999	Live technical support (Mon-Fri 8 a.m. to 8 p.m. PST)
714-833-2001	FAX
714-833-3305	BBS
Internet Account: tech_support@vie.com	
CompuServe: 71000,1513	
AOL: viesupport	

INTERNET ACCESS

Please access V.I.E.'s World Wide Web site for technical support information and the most up-to-date, upcoming product info at: www.vie.com

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

HINT LINES

Please Note: the correct price for using our 1(900) 288-4744 hint line per minute in the U.S.A. is \$.95 cents.

Please see the enclosed HELP! booklet for more information on how to get hints for all our hottest games. (You must be at least 18 years old or have parental or guardian permission before calling.)

TABLE OF CONTENTS

Introduction	2
Prologue	3
Installation	5
Minimum System Requirements for the Windows® 95 version	
Minimum System Requirements for the MS-DOS version	
Installation under Windows® 95	
Installation under MS-DOS	
General Playing Guide	8
Cursor Control Overview	
Moving Around	
The Inventory	
Examining Things	
Collecting Objects	
Using Objects	
Conversation	
Using Map Screens	
Making Phone Calls	
The Control Panel	
Key Commands	
Beginner's Tutorial	19
The Adventure Begins	
General Hints	29
Credits	30
Limited Warranty	35



INTRODUCTION

Congratulations, you're about to shape the destiny of a hero. *Circle of Blood* uses advanced programming, animation and storytelling techniques to put you right into the heart of the most amazing, outlandish, and exciting of tales. What *Circle of Blood* offers is the culmination of over two years' effort by a team of expert programmers and designers, a veteran layout artist, cartoon movie animators, professional scriptwriters, and the music composer Barrington Pheloung. (Pheloung's credits include the soundtrack for the "Inspector Morse" TV series.) The result is an adventure unparalleled in terms of rich gameplay and sheer spectacle.

If you've never played an adventure game before, don't worry. *Circle of Blood* has been designed to cater to the novice as well as the gaming expert: it has one of the simplest yet most powerful user interfaces yet devised. It is possible to have control throughout the game by using simple mouse point-and-click commands. You will discover that a myriad of complex actions and conversations can be carried out with a minimum of effort. Similarly, you will find the exploration of strange locales and your searches for vital clues second nature. *Circle of Blood* will embroil you in a living, evolving story, with events unfolding as you make progress. A sharp mind, a thirst for the truth, and an inquisitive eye are all the tools you need to play an adventure game. So gather your wits and let the story begin.



PROLOGUE

Mystical secrets from medieval times, assassins dressed as clowns and beautiful photographers are the first of many pieces in a jigsaw puzzle which will transport you and your on-screen partner from the streets of Paris to the farthest corners of Europe and beyond. You will enter the legendary world of the ancient Knights Templar. This is a story of an American abroad who—by a single twist of fate—is given the opportunity to turn from tourist to detective. He becomes the one person who can thwart the devilish plans of a band of megalomaniac fascists. And who knows, he may even get the girl in the process.

As the game opens we witness the fateful events which will transform young Californian George Stobbart from a regular guy on vacation into the main protagonist in the story of *Circle of Blood*. Sipping his coffee as he sits outside a café in Paris, George can't help but feel that the French are treating him with a certain disdain. Being an American seems reason enough to be treated with suspicion; it's just such treatment that makes George all the more determined to prove himself. This perhaps partly explains his attempts to woo the café's waitress. But his smooth moves are cut short by the arrival of another customer—a distinguished gentleman attired in hat and overcoat and carrying a briefcase.

Any disappointment is soon forgotten as the bizarre antics of an accordion-playing clown catch George's eye. Waltzing around amidst a barrage of balloons, the clown disappears inside the café. The clown reappears moments later and George notices that he's no longer carrying the accordion. Instead, our hero notices the other customer's briefcase in the clutches of this greasepaint-covered madman. Before he can even attempt to make sense of what is happening, a huge explosion blasts the front of the café clean away and envelops George



INSTALLATION

in flames. Thrown into the air, George gets tangled up in one of the café parasols. Lucky for him because the parasol shields him from the worst of the blow.

Our American friend crawls from under the parasol. He's dazed and confused by the explosion, concerned for the safety of the waitress, and anxious to find out just what connection exists among the man in the overcoat, the malevolent clown, the briefcase, and one almighty bomb blast. Never in his most fevered imaginings could George have predicted the dark events that follow. And only with your help will he ever succeed in unraveling the mysteries of the *Circle of Blood*.



Minimum System Requirements For the Windows® 95 Version

486DX2-66 (Pentium 60 or better recommended)

8 MB RAM (16 MB recommended)

2X CD-ROM drive (4X recommended)

18 MB free hard disk space (150 MB MEDIUM install recommended)

Sound and video cards with DirectX 2 compliant drivers

Windows® 95 installed

Minimum System Requirements For the DOS Version:

486DX2-66 (Pentium 60 or better recommended)

8 MB RAM

2X CD-ROM drive (4X recommended)

MSCDEX 2.2 or higher

18 MB free hard disk space (150 MB MEDIUM install recommended)

Sound card with FM and PCM sound capability

SVGA video card with 1MB RAM with a VESA 1.2 SVGA driver

MS Mouse or 100% compatible

MS-DOS version 5.0 or higher

Installation under Windows® 95

If you have the AUTOPLAY feature running in Windows® 95, simply place the *Circle of Blood* CD#1 into your CD-ROM drive and it will automatically launch.

Alternatively, follow these steps:

1. Double-click on MY COMPUTER
2. Double-click on your CD-ROM drive (usually drive D:)
3. Double-click on the SETUP.EXE icon

The first time that you insert the *Circle of Blood* CD into the computer you will be asked if you wish to install the DirectX 2 drivers—these are required to be installed for *Circle of Blood* to work under Windows® 95. Choose OK and the program will automatically check to see if you already have the necessary drivers. If you do not, they will be installed for you. Once this is complete you will be asked if you wish to install *Circle of Blood*. Choose the INSTALL box. The installation program will then guide you through the *Circle of Blood* installation options.

Once *Circle of Blood* has been installed, then the options to RUN, CANCEL or UNINSTALL will be displayed when the *Circle of Blood* CD#1 is inserted. Choose RUN to play *Circle of Blood*. Choose CANCEL if you don't wish to play *Circle of Blood*. Choose UNINSTALL if you wish to remove *Circle of Blood* from your computer. If the CD has been inserted into the computer, *Circle of Blood* can be run by clicking on the START button and selecting: PROGRAMS, REVOLUTION SOFTWARE, *Circle of Blood*.

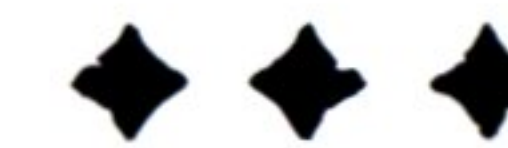
If you are experiencing problems, please refer to the Trouble-Shooting section of the README.TXT file or the HELP! booklet for phone numbers to call for the latest information.

Installation under MS-DOS

If you are running Windows and you wish to install from DOS, first exit to MS-DOS. Place the *Circle of Blood* CD#1 into your CD-ROM drive, and select that drive by typing **D:** (or whichever drive letter is assigned to your CD-ROM, followed by a colon symbol) and pressing **Enter**. Now type **INSTALL** and press **Enter**. The installation program will then guide you through the sound setup utility and *Circle of Blood* installation options.

Whenever you wish to play *Circle of Blood*, ensure that you are in MS-DOS mode, then change to the directory *Circle of Blood* was installed in. The default directory is C:\CIRCLE, so if this is what you selected, type **CD\CIRCLE** and press **Enter**. Now type **CIRCLE** and press **Enter**. The game will now begin.

If you are experiencing problems, please refer to the Trouble-Shooting section of the README.TXT file or the HELP! booklet for phone numbers to call for the latest information.





GENERAL PLAYING GUIDE

CURSOR CONTROL OVERVIEW

All in-game actions are achieved using the on-screen cursor, the mouse to direct this cursor, and the left and right mouse buttons. When it's possible to directly control George—i.e., when there's no event or conversation taking place—an arrow-like cursor will be visible on the screen. Depending on the current situation, the left and right mouse buttons will instruct George to carry out certain tasks. A quick reference guide to the possible cursor shapes and the effect of the buttons is shown below.



Left or Right mouse button: George will walk over to the pointer.



Left mouse button: George will examine the object in question very closely.

Right mouse button: George will simply look at the object.



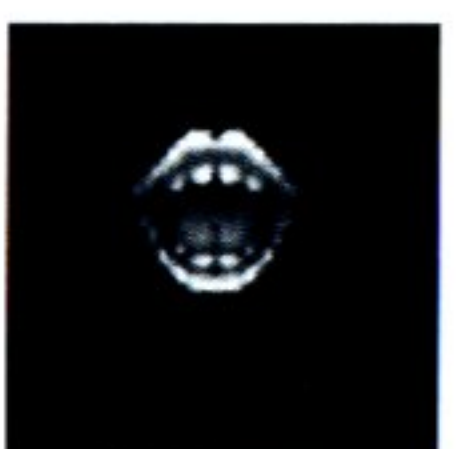
Left mouse button: This prompts George to operate or use the object in whatever way he can.

Right mouse button: George will look at the object.



Left or Right mouse button: George will pick up the object.

Right mouse button: George will look at the object.



Left mouse button: George will attempt to engage the person in conversation.

Right mouse button: Instructs George to look at the person.



Left or Right mouse button: George will leave the current scene via this exit.



Left or Right mouse button: George will walk across the scene to reveal an area that was previously off screen.

MOVING AROUND

To move George around a location, simply move the mouse pointer to an area of the screen and press either mouse button. If it's reachable, George will walk over to that spot.



As George moves around, the camera will sometimes pan to reveal more of a location. Some areas may be several times larger than the area visible on screen.



Each location visited may contain any number of possible exits, some obvious, others more cunningly hidden. If you see what looks like an exit, move the cursor over it. If the cursor image changes to a pointing hand, this indicates a possible exit. Click either mouse button and George will walk over and leave the current location by this route.



THE INVENTORY

The inventory is a visual display of all the objects which George is currently holding. It can be viewed whenever the cursor is visible by moving the pointer to the top of the screen. A bar will appear showing everything in his possession. To exit the inventory and get back to the game, simply move the cursor back into the main playing area again. Advice on how to place objects in the inventory and use objects already held are detailed on the following pages.



EXAMINING THINGS

As the game progresses, George will encounter various situations where a closer look at an object or person is desirable. To do this, simply sweep the on-screen cursor over the desired item.



If the cursor changes to a magnifying glass then a click of the left mouse button will prompt George to examine the object very closely. He will take a quick look at such an object by clicking the right mouse button.



If the cursor looks like a mouth (i.e., the cursor has been placed over a person), a set of moving gears (i.e., the cursor is placed over a usable object), or a lifting hand (i.e., the cursor is over a collectable object), then a click of the right mouse button will let George know that you want him to take a quick look at the item in question.

If you wish George to examine an object that's already in his possession, simply move the pointer to the top of the screen. This will bring up a display of all the objects currently held. Move the cursor over the desired object and click the right mouse button to examine it.



COLLECTING OBJECTS

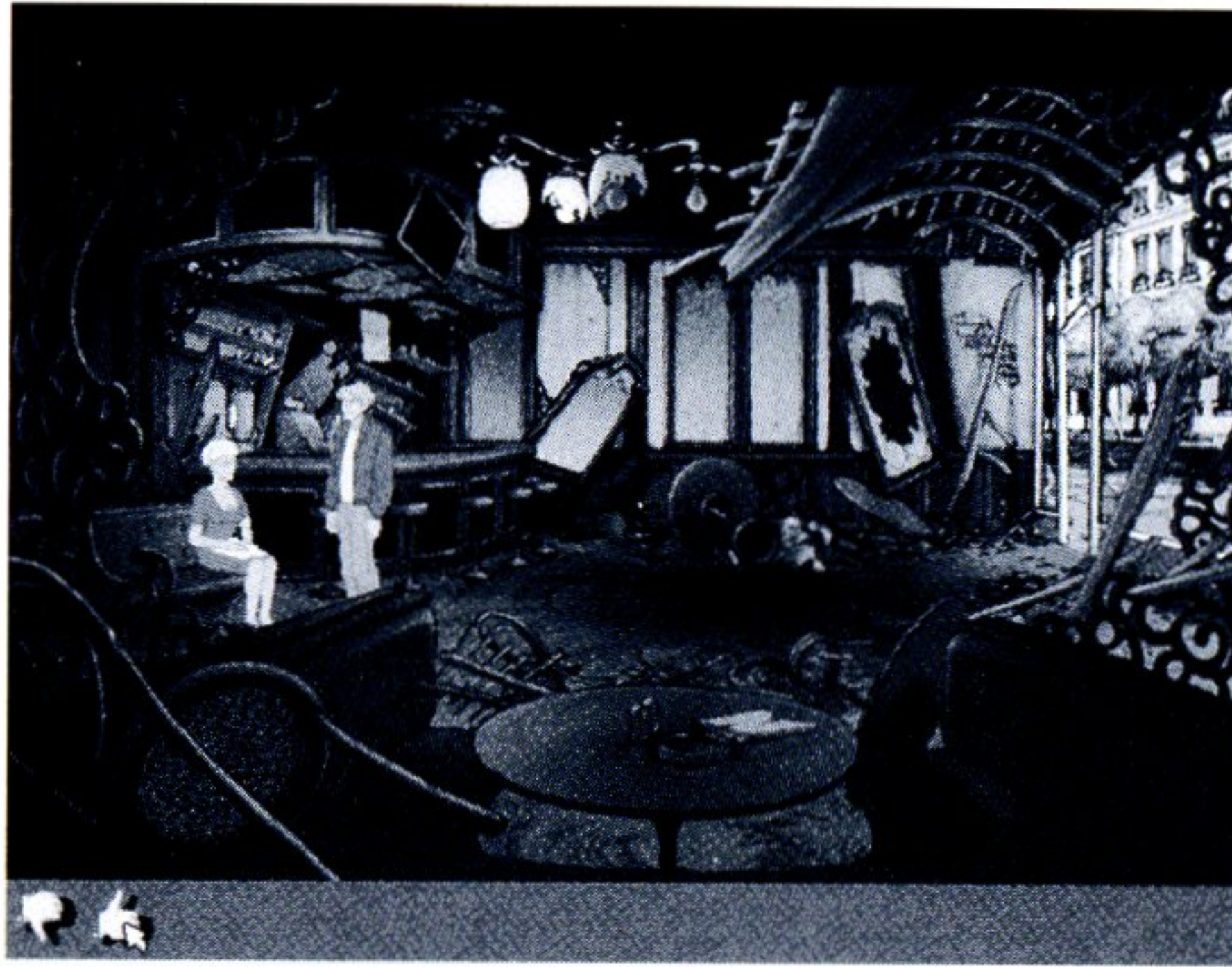
If there's one thing George Stobbart is adept at, it's collecting things. You'll be amazed at what he can hide away in his trusty jacket. If you see an object you think George should take, move the cursor over the item. If it's collectable then the cursor will change to show a hand moving with a pick-up motion. Clicking the left mouse button will instruct our hero to nab the object and place it in his inventory. Note that some objects may require precise timing to swipe them—particularly if they're right under the nose of unhelpful people.



USING OBJECTS

There are two types of usable objects in *Circle of Blood*: those objects that can be collected for later use, and those objects that are not removable from a scene but are nevertheless usable.

- To use an object which George has already collected, simply move the mouse cursor to the top of the screen. The inventory of currently held objects will appear. Left click on an object to select it. The cursor will now change to show the object attached. It's now possible to place it over a person (the cursor will change to a mouth with the object attached) or other on-screen object (the cursor will change to an alternate icon with the object attached). If possible, George will use the object appropriately. To place the object back in the inventory, move the cursor back to the inventory bar at the top of the screen, and press the left mouse button again.
- If you wish George to use a visible object which cannot be picked up, place the cursor over it. If it's usable, the cursor will change to show a set of rotating gears. Now click the left mouse button. George will attempt to use the object in the appropriate way, first walking over to it if necessary.



CONVERSATION

During his adventure George will encounter many weird and wonderful characters—some helpful, others indifferent, and a few potentially deadly. Sometimes they will automatically engage him in conversation; at other times you will want George to chat with a particular person. To do this, place the cursor over the desired person. The cursor will change from an arrow to a mouth. Clicking the left mouse button initiates the banter. When it's possible to direct the flow of conversation, the inventory will appear at the top of the screen. A list of subjects will appear in a topic bar at the bottom.

- Because George is a clever sort of chap, he only needs prompting for topics of conversation. He'll deal with the rest of the work himself. These images in the topic bar at the bottom of the screen may represent objects, events or people. Click on whichever you want George to ask about.
- Note that the range of possible subjects will be dictated by knowledge already gained by chatting with other characters, witnessing other events, or visiting certain locations. Once you've discovered something new, having another chat with a character may give new topics to discuss.

- Note also that if an image remains in the topic bar after being selected once, then it's possible to inquire further about that subject. Only when the image disappears does a line of conversation become exhausted.
- George can also ask questions about objects in his inventory. To do so, simply move the cursor over the desired object and click the left mouse button. He can ask about the same object as many times as you like.
- Occasionally, George may be asked a question. In this case, thumbs-up and thumbs-down icons may appear in the topic bar. To reply yes, left click on the thumbs-up icon. To give an answer of no, left click on the thumbs-down icon.
- To end a conversation, left click on the green arrow icon at the far left of the topic bar.

USING MAP SCREENS

At various stages in the game, the view will switch to display a map. You will see a picture of George showing his current location. Locations which George can visit are highlighted with red pins and accompanying place names. Simply place the cursor over the desired location and click the left mouse button, and George will travel there. Note that as you progress further into the game, more destinations may become available. If a location is grayed out, that means George does not need to return to that area.

MAKING PHONE CALLS

As George continues with his amateur sleuthing, he may accumulate phone numbers by various means. He will automatically scribble these down on the back of an envelope. Instructing George to use a

telephone in one of the locations will bring up a view of this envelope. Simply place the cursor over the number you want him to dial, and click the left mouse button. Moving the cursor off the envelope to the bottom of the screen (the cursor will change to an exit location hand) and clicking will instruct him to forget about making a call.

THE CONTROL PANEL

Provided you are not in the middle of a movie or a conversation with someone, you can access the control panel by pressing **ESC** on your computer's keyboard. This will bring up the following list of options:

SAVE: Click on this with the on-screen pointer to store your current position. A list of 10 save game slots will appear. If there are already 10 saved games, then click on the scroll bar arrows to the right of the display to scroll through the list. To save your game in a slot, simply point the cursor at an empty or previously used slot and press the left mouse button. Now type a name for your saved game, using the **Backspace** key to remove an old name or correct mistakes. Press **Enter** when you're happy. To confirm the save, point the cursor over the Save button and click the left mouse button. Alternatively, click on Cancel to abort the save. Remember to give your saved games logical names, to help you remember at what stage you made them.

RESTORE: Select this option to abandon your current position in the game and reload a previously saved position. Again, 10 saved game slots will be displayed. Click on the appropriate saved position to load it. If the slot you wish to restore from isn't visible, use the scroll bar arrows to cycle the display through the slots. Once you've selected the position to load, click the cursor over the Restore button, or click on Cancel to abandon the restore.

RESTART: Warning: Selecting this option will abandon your current position and begin the adventure anew. Only select this option if you are absolutely sure about starting from scratch. As a precaution, you will be asked to confirm the action. Point and click on the appropriate button. You may want to save your game before restarting in case you change your mind.

QUIT: Exits the game and returns you to the MS-DOS prompt, or Windows® 95 if *Circle of Blood* was launched from there. The game will double-check that you're sure about your decision. Simply click on the OK or Cancel buttons.

SPEED: There are two playing speeds for *Circle of Blood*, affecting the rate at which the view pans around as George moves through a location. Selecting this option will bring up a menu giving you the opportunity to select the fast mode (top) or the normal (bottom) setting. Fast mode turns the foreground parallaxing off, thereby surrendering a layer of graphic detail. But if you find that the computer is displaying the screen slowly, particularly during panning, then it's a good idea to select the fast mode.

VOLUME: Clicking on this option will bring up a mini mixing desk. Three volume dials are displayed, for speech, music and sound effects. Left clicking with the cursor at the top center of a dial will raise the volume on both left and right speakers. Doing this with the cursor placed over the bottom center of a dial will lower it. By clicking the left mouse button with the cursor to the left or right sides of the dial, it's possible to raise and lower the left and right channels separately. Note that turning the speech volume all the way down will decrease CD load time and speed up the game.



BEGINNER'S TUTORIAL

TEXT OPTION: If you wish subtitles to be displayed while you are playing *Circle of Blood*, then select the text option by clicking until you see a checkmark in the box.

DONE: Select this to leave the Control Panel and return to the game.

KEY COMMANDS:

P	Press to pause the game
SPACEBAR	Press to skip movies
ESC	Press to bring up the Options Menu



THE ADVENTURE BEGINS

The following tutorial is recommended for beginners only. If you'd rather embark on *Circle of Blood* without the least bit of prompting, then return to the General Playing Guide. However, the following steps represent only a tiny fraction of what's in store.

Once you've loaded *Circle of Blood* and the opening sequence has completed, you'll find our hero George Stobbart standing outside the wreckage of the café. The first step is to get your bearings and have a good look around. First try moving him around the street. Using the mouse, move the on-screen cursor over to the far right on the ground, and click the left mouse button.



That's a start. Now let's try combining moving around with actually performing some kind of task. Instruct George to take a closer look at the café's shattered windows, for instance. Move the cursor over the remains of the café window until the cursor changes from an arrow to a magnifying glass. Click the left mouse button, and George will walk over and examine the glass.



Now that you've completed the basics, on with the adventure. Think back to that opening sequence, and remember which way the clown made his getaway. You'll recall he ran from the café towards the archway by the café. Go back to the café exterior and follow his steps. To do this move the cursor over the archway at the far right of the scene. The cursor will change to a pointing hand. Click the left mouse button and George will leave by this exit.



Now this alleyway looks promising. Perhaps the clown made his escape by climbing that drainpipe. Place the cursor over the pipe. The arrow will change to show a set of moving gears. This symbol indicates that George can use an object. Simply click the left mouse button again and he'll attempt to shimmy on up.



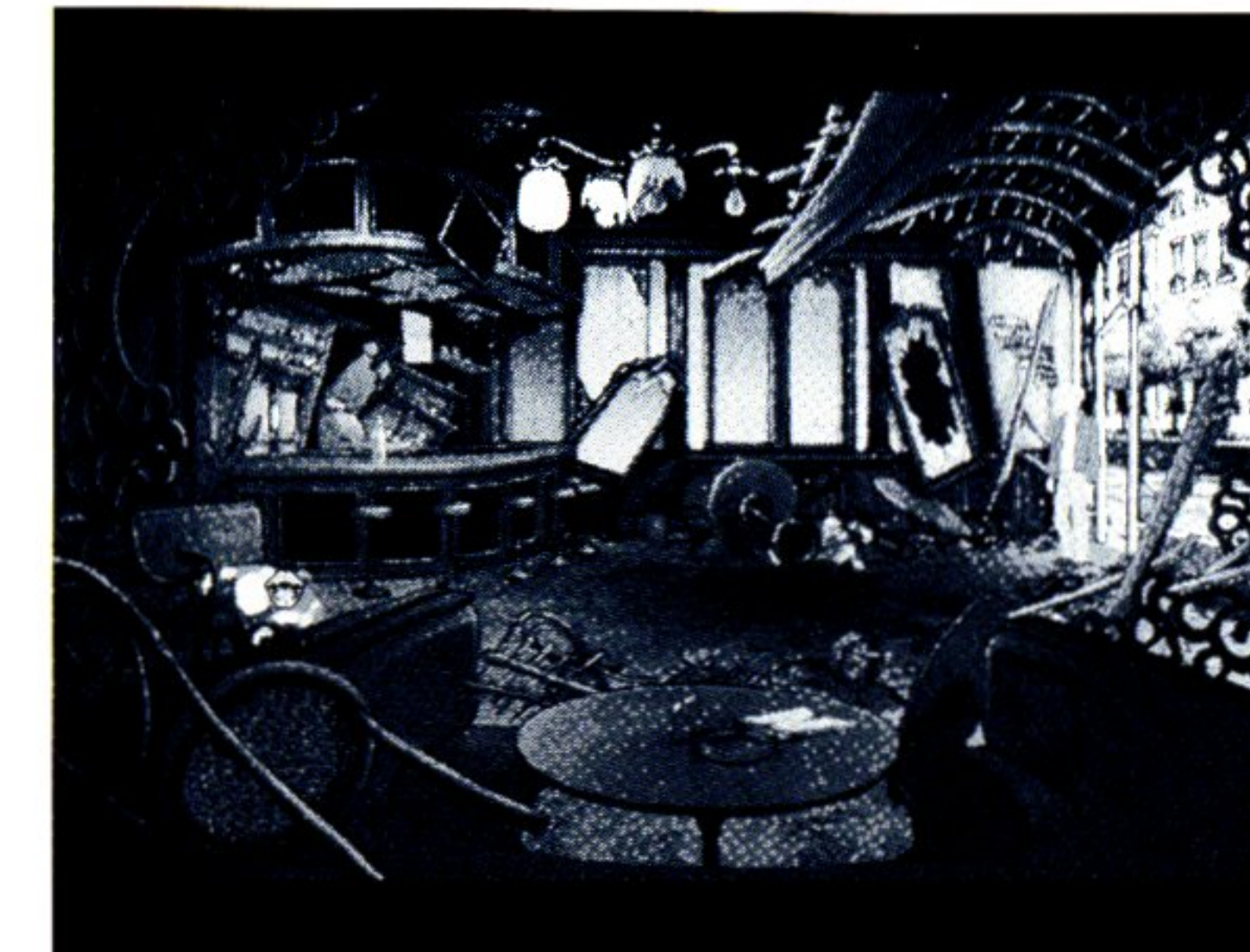
Maybe the clown is still here, hiding out in one of the rubbish bins. Place the cursor over a bin lid and the cursor will change to represent a magnifying glass. Click the left mouse button to look inside. Make sure you inspect all the bins.



Still no luck? That only leaves one possible exit—the manhole. Place the cursor over the manhole—the arrow will change to show a set of moving gears—and click the left mouse button. George does his best, but can't get it open. If only George had some kind of lever with which to open the cover. Let's go back to the main street for now, and come back to the manhole when George is better equipped. Move the cursor to the alley entrance—the cursor will change to a pointing arrow again—and click the left mouse button.



Survey the scene in the street carefully, and you'll notice a newspaper lodged at the foot of the street lamppost. It may be useful, so place the cursor over the paper—the arrow should change to a hand moving with a pick-up motion. Click the left mouse button again. George will now reach over and take the newspaper. Now is probably a good time to check out the level of damage in the café itself—that waitress may need help. Place the cursor at the doorway and click the left mouse button. George will enter the café.



Inside the café things look bad. Let's check on the health of the waitress first. Move the cursor over her slumped body. The arrow will have changed to a mouth, this indicates that it's possible to communicate with the poor girl. Click the left mouse button and George will walk over to her, help her up, and start talking.



Much of the conversation will flow without any need for your input, however, she may ask a few questions while chatting. At these moments two hand icons will appear at the bottom of the screen, one with thumbs-up, the other thumbs-down. Click on the former to answer yes to her question, otherwise click on the latter.



Eventually you'll have the opportunity to ask the waitress about specific topics. The faces of the old man and the clown will appear in the bar at the bottom of the screen, along with a green arrow, and at the top of the screen is the newspaper. Click on one of the images to talk about that subject, or the green arrow at the left to end the conversation. Notice that it's sometimes possible to ask about the same subject again, and that new topics are sometimes added during the course of a conversation. When you've discovered as much as possible, leave the waitress and continue your investigations. You may wish to examine the dead body, otherwise direct George back into the street.



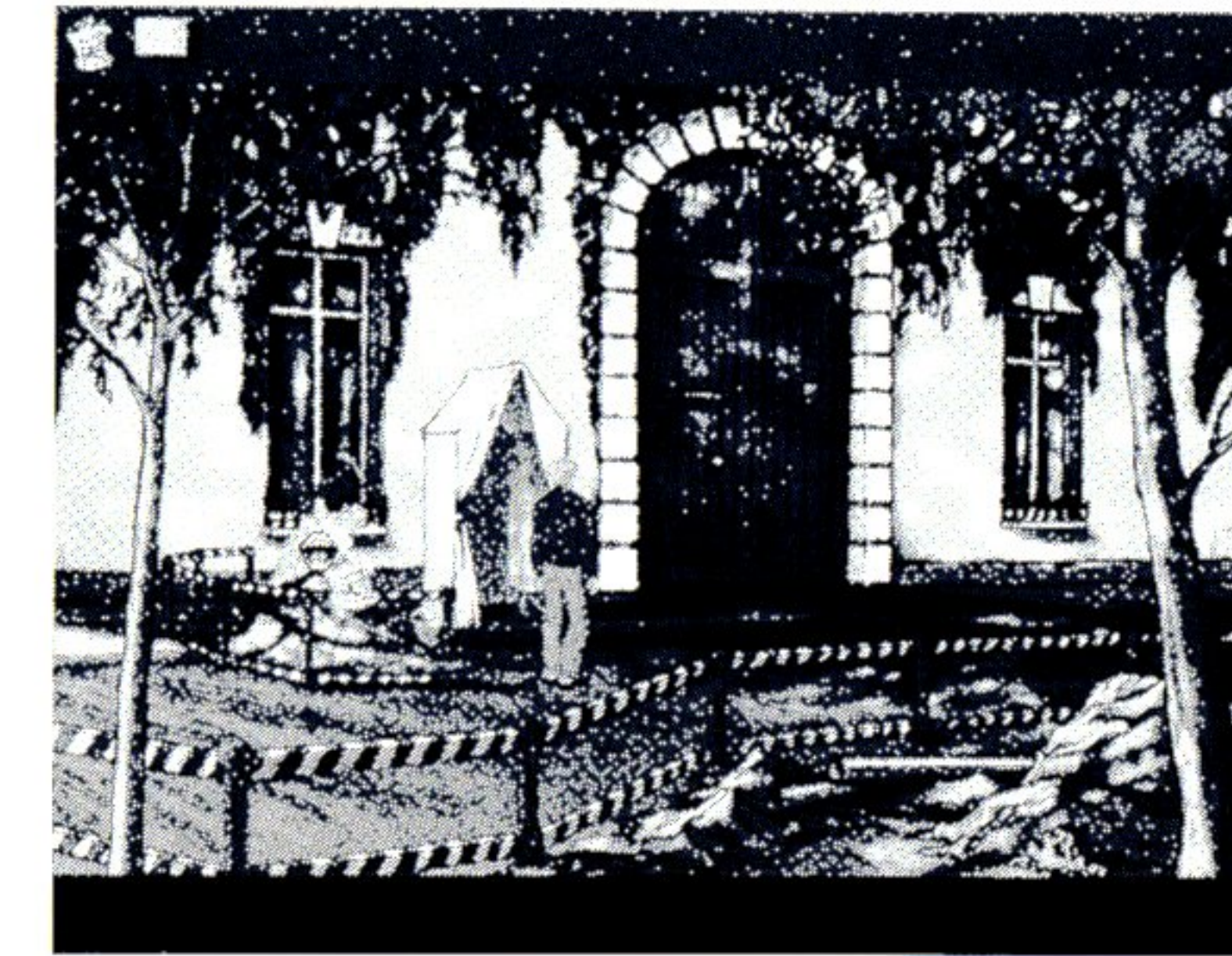
Perhaps the workman down the road can be of help. Move the cursor to the left of the scene by the workman's tent. The cursor will change to a pointing hand icon. Click the left mouse button and George will exit the scene and reappear by the workman. Alas, before you get a chance to speak to the workman, the police arrive on the scene determined to find out whether George was involved in the explosion. There's no option but to watch as he's "frog-marched" back to the café for questioning.



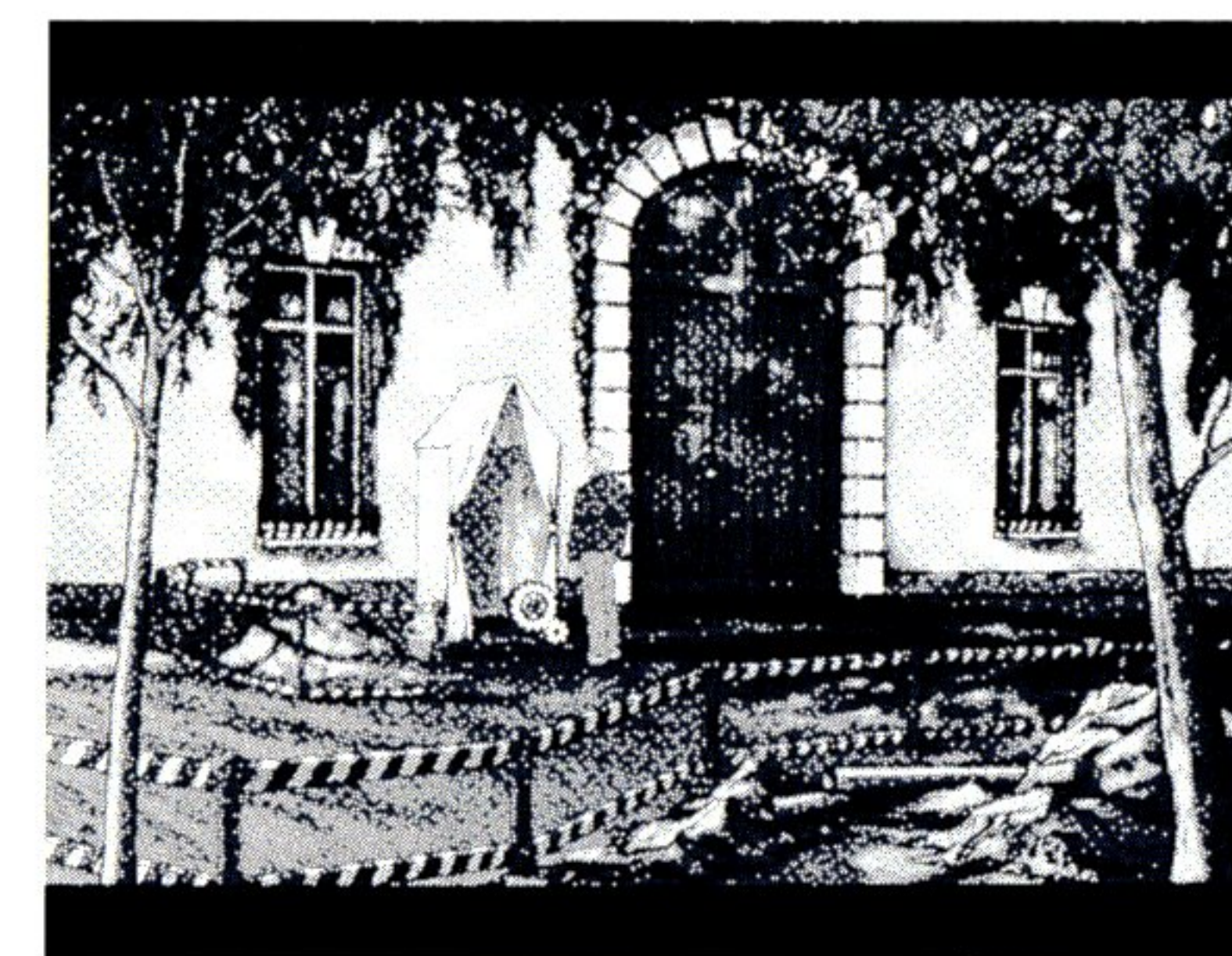
Back inside the café, Inspector Rosso will do most of the talking. When he asks you a question, a topic bar will appear at the bottom of the screen. This will contain a thumbs-down and a thumbs-up icon, or the former together with a picture of the clown. To answer no, click on the thumbs-down icon. Otherwise, left click on the clown icon.



Once back outside the café, try getting George to chat with the photographer. To do this move the cursor over her image. Again the arrow will transform into a small mouth. Click the left mouse button to initiate a conversation. The girl will reveal some very useful information. A topic bar will appear again at the bottom of the screen at key points in the conversation. When you get the chance, click on each topic to talk about them. Ask enough questions and the photographer may give George her telephone number. Left mouse click the green arrow icon at the left of the topic bar to end the conversation.



Now back to that workman. Click on the rear exit again to pay him another visit. Show him the newspaper. To do this move the cursor to the top of the game screen. An inventory bar will appear, displaying all the objects George is currently holding. Click the left mouse button with the cursor over the image of the newspaper. Now move the cursor back down into the play area. The newspaper will follow. Place the cursor and newspaper over the workman and click the left mouse button again. After some grumbling he'll take the paper, help solve your first clue, and leave you to look after his site.



While he's gone, George is free to rummage around. Move the pointer over his toolbox. The cursor will change to display a set of gears. Click the left mouse button to use the toolbox. George will find a handy T-bar tool—exactly the sort of thing which could be used to open that manhole cover—and place it in his inventory. Guide George back to the alley where the manhole cover is.



Move the cursor to the top of the screen to bring up the inventory bar. Move the pointer over the T-bar tool and click the left mouse button. Now move the pointer and tool over the manhole cover. Click that mouse button again, and watch the results. Et voilà!, as they say in Paris. The sewer system awaits, and George isn't the kind of hero to let a mild stench put him off. From now on, though, he's relying on you to guide him!



GENERAL HINTS

If this is your first adventure, or you're making slow progress in *Circle of Blood*'s world of intrigue, remember these seven elementary rules.

1. **Look closely at everything:** Clues are often staring you in the face, so make sure you fully survey every scene. And remember to examine all the objects you come across on your journey. Also, be sure to check for all possible exits from a location.
2. **Be talkative:** A good detective leaves no thread of conversation unexplored. Grill everybody you meet about every possible subject and all objects in your possession. If it's possible to continue talking about a previously discussed subject then do so. It's amazing what vital information can be gleaned by persistent questioning.
3. **Explore all avenues:** Sometimes the most innocent objects can be essential to success. Don't be afraid to try using an object in an unlikely situation. The problems and puzzles you'll face in *Circle of Blood* are very logical; but when the old gray matter doesn't yield results, experiment.
4. **Save your game regularly:** If one thing is certain, it's that our hero is about to get into all kinds of dangerous situations. Regularly saving your position means you won't have to retrace every step of the adventure.
5. **Keep notes:** The tale told in *Circle of Blood* spans several countries and features countless personalities. Be sure to make notes of crucial information and clues for later reference.
6. **Use the cursor to search:** Move the cursor over objects that may be of significance to search for 'hot spots' with which you can interact.
7. **And...** Don't cross the road until the little man shows green.



CREDITS

Revolution Software, Ltd.

Director	Charles Cecil
Project Producer	Steve Ince
Script Writers	Dave Cummins, Jonathan Howard
Lead Programmer	James Long
System Programming	Tony Warriner, James Long
Technical Programming	Paul Porter
Game Tools	David Sykes
Animation Director	Steve Oades
Support Programming	Andrew Walrond, Jeremy Sallis
Music Composition	Barrington Pheloung
Paper Animation	Keith Grieg, Dan Whitworth, Premier Films, Mark Povey, Electric Spectacle, Des Duggan
Character Design	Red Rover, Mat Taylor
Coloring	Jane Stroud, Andi Forster, Matthew Drake
Sprite Animation	Steve Oades, Paul Humphreys, Andi Forster, Linda Smith, Michael Ryan, Mark Povey, Jane Stroud, Mike Green, Steve Ince, Martin Povey

Background Layouts	Eoghan Cahill, Neil Breen, Tony Pulham, Steve Ince
Background Colorists	David Swift, Steve Oades, Jane Stroud, Electric Spectacle, Helen Jones
Sequence Animation	Red Rover, Keith Grieg, Mark Povey, Celine Ciernan, Noel Ciernan, Ros Allen
Sequence Composition	Steve Ince, Jane Stroud
Story / Design	Charles Cecil, Dave Cummins, Jonathan Howard
Story Consultant	Noirin Carmody
Script Editor	Alan Drury
Marketing	Noirin Carmody
Actors	Rolf Saxon, Rachael Atkins, David Bannermann, Rosy Clayton, Hazel Ellerby, Jack Elliott, Steve Hodson, David Holt, Peter Kenny, Don Macorkindale, Richard Mapletoft, Matthew Marsh, Colin McFarlane, Gavin Muir, Paul Panting, Andrew Wincott,
Sampling	Jonathan Howard, Dave Cummins
Business Affairs	Noirin Carmody

In-house Testing	James Long, Charles Cecil, Dave Cummins, Jonathan Howard, Matthew Drake
Sound Effects	Hackenbacker Studios
Music performed by	The London Metropolitan Orchestra
Special music assistant	Heather Lovejoy
Mac-Conversion	Digital Amusement

Virgin Interactive Entertainment (Europe):

Producer	Michael Merren
Assistant Producer	Tony Byus
Product Manager	Sarah Ewing
Test Manager	Gary Foley
Lead Product Analysts	David Isherwood, Jonathan Stocken
Product Analysts	Al Perch, Ron Festejo, 00-Malka, Frazer-1, Haydn Wright, David Corless, Tony Byus, Mike Merren
Quality Assurance	John Martin
Sampling	David Isherwood, Richard Hewison, Tony Byus, Jonathan Stocken, Michael Merren
Story Consultants	Sean Brennan, Dan Marchant

Business Affairs	Julian Lynn-Evans
Marketing	Sarah Ewing, Doug Johns
Legal Affairs	Pam Dolton, Sally Mudd
Scheduling	Paul Whipp
Gaffer	Tim Chaney, Sean Brennan

Virgin Interactive Entertainment (USA):

VP External Development	Eric Lux
Producer	Chris Dudas
Associate Producers	Norm Karns, Ken Love
Technical Director	Tim Page
QA Director	Dave Maxey
QA Supervisor	Bijan Shaheer
Lead Analyst	Richard R. Bruno
Analysts	David Walsh, Wallace Wachi, Jr., Tim Tran, Khanh Nguyen, Tuan Bui, Gary Mountain, Matt Orlich

MARKETING

VP of Marketing	Russell Kelban
Director of Marketing	Jane Gilbertson
Product Manager	Nancy Feiner
Manual Editors	Lisa Marcinko, Sarah Tringali
Director of Production	Gail Hetland
Special Thanks	Julian Rignall, Lisa Hoffman, Jon "Burnie" Gross
Manual	Mark Ramshaw
Templar booklet	Steve Jackson
Packaging Creative Direction	Shawn Markert
Package Design	Michael Osbourne Design
Package Illustration	Griesbach/Martucci

Uses Smacker Video Technology, Copyright © 1994 by Invisible Inc. d.b.a. RAD Software © 1996 Revolution Software Ltd. All Rights Reserved. Circle of Blood is a trademark of Revolution Software Ltd. Published by Virgin Interactive Entertainment Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd.

LIMITED WARRANTY

LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity), the end user, and Virgin Interactive Entertainment, Inc.

VIRGIN PRODUCT LICENSE

1. GRANT OF LICENSE. This Virgin License Agreement ("License") permits you to use one copy of the specified version of the Virgin software/cartridge product identified above ("Product") on any single computer or game platform.
2. COPYRIGHT. The Product is owned by Virgin or its suppliers and is protected by the United States copyright laws and international treaty provisions. Virgin retains all rights not expressly granted. Therefore, you must treat the Product like any other copyrighted material (e.g., a book or musical recording) except that you may either (a) make one copy of the Product (if the Product is software) solely for backup or archival purposes, or (b) transfer the Product to a single hard disk provided you keep the original solely for backup or archival purposes. You may not copy the written materials accompanying the Product.
3. OTHER RESTRICTIONS. This Virgin License Agreement is your proof of license to exercise the rights granted herein and must be retained by you. You may not loan, sell, rent, lease, give, sublicense or otherwise transfer the Product (or any copy). Notwithstanding the foregoing, in one case you may transfer your rights under this Virgin License Agreement on a permanent basis provided you transfer this License Agreement, the Product, and all accompanying written materials, retain no copies, and the recipient agrees to the terms of this Agreement. You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or attempt to reverse engineer or derive source code from, all or any portion of the Product or anything incorporated therein or permit or encourage any third party to do so. If the Product is an update, any transfer must include the update and all prior revisions.

LIMITED WARRANTY

LIMITED WARRANTY. Virgin warrants that the Product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the Product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES. Virgin's entire liability and your exclusive remedy shall be, at Virgin's option, either (a) return of the price paid or (b) repair or replacement of the Product that does not meet Virgin's Limited Warranty and that is returned to Virgin with a copy of your

receipt. In no event shall Virgin's liability with respect to this limited warranty exceed the cost of replacement of the media on which the Product is recorded. This Limited Warranty is void if failure of the Product has resulted from accident, abuse, or misapplication. Any replacement of the Product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. **Neither these remedies nor any product support services offered by Virgin are available for this U.S.A. version product outside of the United States of America.**

NO OTHER WARRANTIES. Virgin disclaims all other warranties, either express or implied warranties of merchantability and fitness for a particular purpose, with respect to the Product and the accompanying written materials. Virgin does not warrant that the enclosed product or documentation will satisfy the requirements of your computer system or that the enclosed product or documentation are without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. In no event shall Virgin or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this Virgin product, even if Virgin has been advised of the possibility of such damages. Because some states/jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

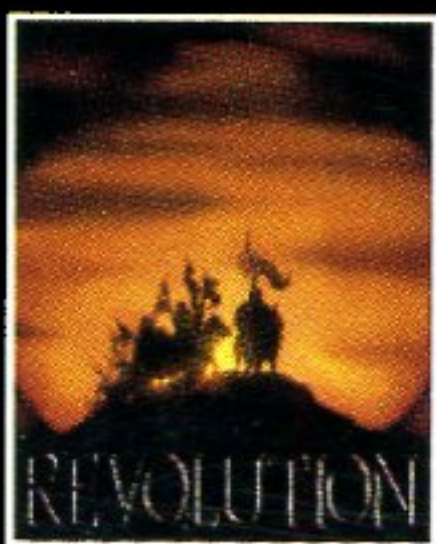
The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, express or implied. No Virgin dealer, distributor, agent or employee is authorized to make any modification or addition to this warranty.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Product and all accompanying written materials are provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in Restricted Rights in Technical Data and Computer Software Clause at FAR 52.227-7013(c)(1)(ii) or FAR 52.227-19. Manufacturer is Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, California, 92614.

This Agreement is governed by the laws of the State of California.

For more information about Virgin's licensing policies, please write: Virgin Interactive Entertainment, Inc., 18061 Fitch Avenue, Irvine, CA, 92614.

VIRGIN INTERACTIVE ENTERTAINMENT STRONGLY RECOMMENDS CONTACTING THE CUSTOMER SERVICE/TECHNICAL SUPPORT DEPARTMENTS PRIOR TO RETURNING YOUR PRODUCT TO V.I.E. OFTEN, YOUR PROBLEM CAN BE SOLVED BY OUR TECHNICIANS. PLEASE REFER TO THE ENCLOSED HELP! BOOKLET FOR DETAILS AND PHONE NUMBERS.



For information on this product's rating, please call 1-800-771-3772.
© 1996 Revolution Software Ltd. All Rights Reserved. Circle of Blood is a trademark of Revolution Software Ltd. Published by Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd.
VIRGIN INTERACTIVE ENTERTAINMENT, INC. 18061 FITCH AVENUE, IRVINE, CA 92614 U.S.A.